The Newsletter of the Lincoln Middle School Dungeons & Dragons Club

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A few of the club's DMs wrote to say that while they enjoyed the presentation of Kallas the Shameless from last week's issue, they would have appreciated some more information. In response to those requests, I have detailed the band of brigands Kallas leads, in addition to a map of their lair. This material can be considered official for club use. None of the treasure is unique, so we'll be able to avoid the issue of having two (or more) characters all wielding Blackrazor.

As always, players should refrain from sharing details of the encounters with groups that have not yet assaulted Kallas' lair. I suggest a -20% experience point penalty to any player who acts upon leaked information during play.

Finally, I think the club's officers should convene to decide upon the proper handling of character sheets once a character has been slain. I've heard reports that character sheets are being ripped in half upon PC death. Perhaps that's a bit harsh? Any suggestions would be helpful.

See you next issue,

Christian

The Secret Lair of Kallas the Shameless

The Loftwoods have a reputation as a haven for the displaced and downtrodden. Occasionally, the displaced and downtrodden are joined by the depraved. On the run from numerous authorities, a highwayman by the name of Kallas the Shameless has begun robbing travelers in the woods. He is joined by a ruthless band of cutthroats. Together, they have made their lair in the abandoned abode of a paranoid hermit. They are a menace that must be culled!

The Hermitage

The hermitage is an ideal lair. Construction began 10 years ago by a paranoid, yet wealthy, merchant from the Freecity of Haldane named Gaius Berzine. Gaius was convinced that it was only a matter of time before the Freecity – and all civilized settlements – were overrun by gibbering hordes of humanoids. Thinking that the Loftwoods offered sanctuary, he relocated and hired dwarf miners to build him a subterranean safe house.

Gaius thought that the hermitage would provide a safe haven against the eventual monster apocalypse. Gaius never lived long enough to see that day. His nerves got the best of him and he died of a stress-induced heart attack. The dwarf miners walked off the job, taking all of Gaius' gold with them. (There may still be treasure hidden there, however. See next page.) Currently, Kallas and his 10 brigands reside in the bunker complex. They inhabit the finished section, while a pack of kobolds and the giant spider they worship as a queen live in the adjoining caves. The spider is intelligent and capable of a rasping, hissing speech.

The Brigands

The statistics of the brigands can be found below.

Kallas the Shameless; Level 3 Fighter; Str 16 (+2 to hit and dam), Dex 12, Con 13 (+1 hit point), Int 9, Wis 9, Cha 8; Armor Class 3 (banded mail, shield); Hit Points 18; Atk 1; THAC0 16; Dam d8+2 (long sword); Alignment Chaotic; Treasure: 1 x 50 gp gem, potion of healing, 30 gp; XP Value 50.

Brit, Gunther, Marc, Tor, Dinnel, Max, Tevis, Hernod, Tad and Gage; Level 1 Fighters; Str 12, Dex 11, Con 9, Int 8, Wis 8 (-1 to magic-based saving throws), Cha 8; Armor Class 6 (studded leather); Hit Dice 1d8; Hit Points variable; Atk 1, THAC0 19; Damage d6 short sword or d6 (hand axe); Move 30'; Alignment Chaotic; Morale 7; Treasure 2d4 gp; XP Value 10; Notes: In combat, the bandits will throw their hand axes, then close to melee with their short swords.

Map, Tactics and Treasure

Below is a basic map of the hermitage. Because Gaius Berzine was so paranoid, he had the dwarf engineers build a few traps at the entrance. Kallas lost a few men to those traps and eventually learned how to reset them. A few traps have been noted on the map, but I leave it to individual DMs to decide what other kinds of traps await the PCs. I also defer as to the location and disposition of the bandits and kobolds. Although rubble separated the kobolds and bandits, they will hear any battles that erupt. As a result, the bandits or kobolds will be ready for an attack depending upon which access point the PCs use.

There is a secret passage between Kallas' room and a chamber just to the south. Perhaps a cache of gold (500 gp) is hidden there. Also, Gaius Berzine's body may have been stashed there by the dwarves. It's possible that Gaius' spirit haunts the passage and is angered by any intrusion.

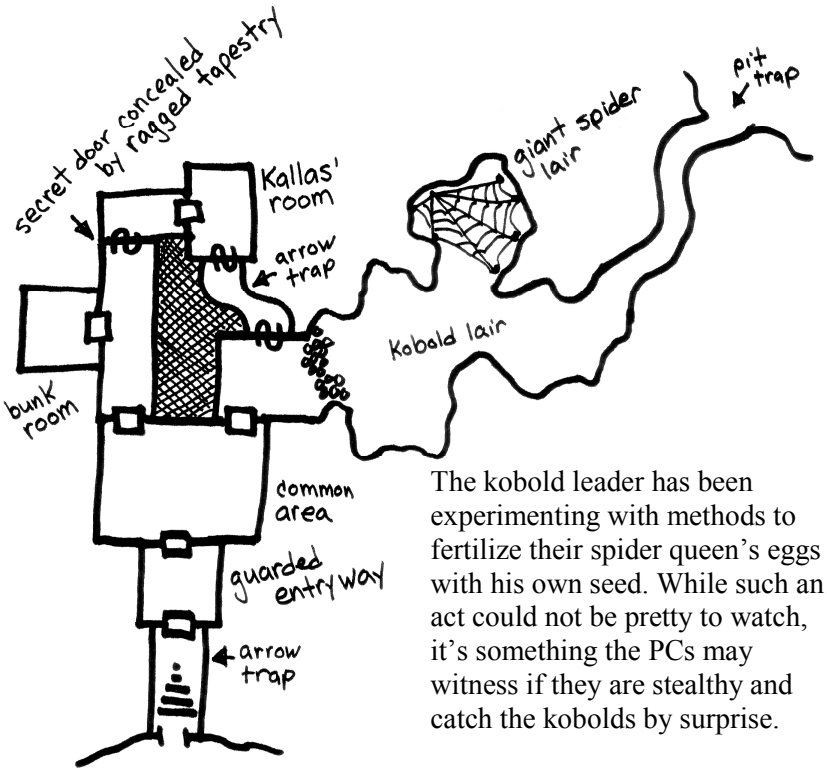
The statistics for the kobolds and giant spider can be found below.

Kobolds (12); AC 7, Move 20'; AC 7; Hit Dice 1d4 hit points; Atk 1; THAC0 19; Damage Short sword 1d6-1; Morale 6; Treasure 1d4 gp; XP Value 5.

Giant Spider; AC 5; Move 40'; Hit Dice 4; Hit Points 16; Atk 1 (bite); THAC0 16; Damage 1d8, poison; Morale 8; Treasure 74 gp; XP Value 135.

A failed saving throw results in paralysis that lasts for 1 turn.

It's important to note that spider webs do not burn. They will melt if exposed to heat, but PCs can't torch the spider by lighting her web on fire.



The kobold leader has been experimenting with methods to fertilize their spider queen's eggs with his own seed. While such an act could not be pretty to watch, it's something the PCs may witness if they are stealthy and catch the kobolds by surprise.